MEMO

Thank you for selecting the Nintendo® Entertainment System™ Mah Jong Cassette

OBJECT OF THE GAME/GAME DESCRIPTION

There are 3 levels — Beginner, Intermediate and Expert — which are selected according to the skill of the player. It's great for practicing! Especially, in the higher skill level, there are time limits (approximately 12 seconds) which enables you to enjoy speedy game plays. Also, it automatically calculates and displays the score on the screen.

A-PDF Image To PDF Demo. Purchase fro

Please read this instruction booklet to ensure proper handling of your new game, and then save the booklet for future reference.

1. PRECAUTIONS

1) This is a high precision game. It should not be stored in places that are very hot or cold. Never hit it or drop it. Do not take it apart.
2) Avoid touching the connectors, do not get them wet or dirty. Doing so may damage the game.
3) Do not clean with benzene, paint thinner, alcohol or other such solvents.

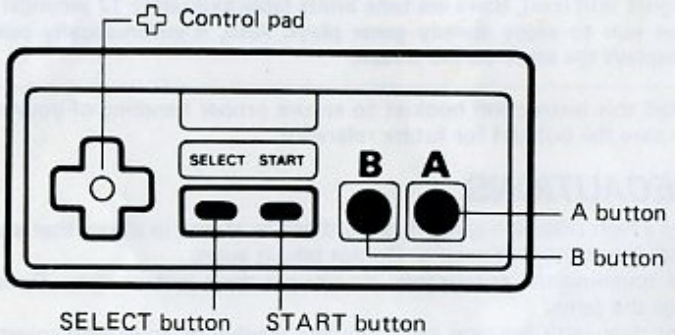
Note: In the interest of product improvement, Nintendo Entertainment System specifications and design are subject to change without prior notice.

© 1983 Nintendo Co., Ltd.

2. NAMES OF CONTROLLER PARTS AND OPERATING INSTRUCTIONS

Controller 1 — Used for all games
Controller 2 — Not used

Controller 1



To draw a tile. press A button
To discard a tile. move to tile to be discarded (marked by □ and press A button)

- **To go OUT "アガリ" (or self drawn):** set to the OUT "アガリ" mode by ✚ control pad and press B button.
- **To declare RIICHI "リーチ" (ready):** set to the RIICHI "リーチ" mode by ✚ control pad and press B button.
- **To make a PUNG "ポン":** set to the PUNG "ポン" mode by ✚ control pad and press B button.
- **To make a CHOW "チー":** set to the CHOW "チー" mode by ✚ control pad and press B button.
- **To make a KONG "カン":** set to the KONG "カン" mode by ✚ control pad and press B button.

Note: The cursor is moved by pressing the left and right of the ✚ control pad, and the mode is selected by pressing the top and bottom of the ✚ control pad.

SELECT button

Press this button to move and set mark (*) to the desired skill level of the game as shown in the display on the left.

START button

Press this button to start the game with SELECT button set to the desired skill level.

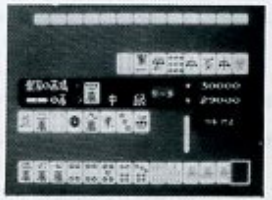
Pause:

During the game, press START button until a chime sounds to suspend playing, and press it again to continue playing.

* The score will be cleared if the RESET switch is pressed or the POWER switch is set to OFF.
* The SELECT button will not function when the game is started.
* This game can be operated by either controller 1 or 2.
* The display "SELECT" appears when your hand is composed of CHOWs "チー" or concealed KONGs "カン", and the tiles are displayed green and start flashing. Move the cursor to the tiles for making the CHOW "チー" or KONG "カン". The tiles will stop flashing and press either A or B button.
* To cancel a RIICHI "リーチ", press B button once again before discarding the tile.

3. HOW TO PLAY

The Mah Jong game can be played at 3 levels – basic, intermediate or advanced, which vary in difficulty.



Added to that are the following functions:

Basic "初級": displays NOT POSSIBLE "できません" to prevent a CHONBO "チョンボ" (mistake in going out)

Intermediate "中級": in the case of a CHONBO "チョンボ", a 12,000- or 8,000-point forfeit on the dealer "親" or non-dealers "子" is imposed, respectively. (The same applies to the advanced level.)

Advanced "上級": any failure in discarding within 12 seconds causes the tile to be discarded or picked up automatically and a red flashing message to appear 3 seconds after a buzzer has sounded.

- A half round is completed in the following cycle: East deal 1 "東1局" → East deal 2 "東2局" → South Deal 1 "南1局" → South Deal 2 "南2局", and the round begins with you as the East "東家" (dealer – "親"), and the dealership alternates.

- The player with the most points at the end of the round wins the half round and the player winning 3 times wins the game. However, when each player holds the same points at the end of the half round, the first dealer " 親 " shall start another deal (one dealership each).

Rules

- When the dealer has won up to 3 hands consecutively, players can go out on 1-double hands. However, from the game after the 4th win (4 bones displayed) and onwards, players must have at least 2-double hands (RYANSHI " リャンシです ").

  Note: Display reverts to 0, 1, 2 bones if 9 bones is exceeded.
- The player who has declared and gone out gets 1,000-point bone(s).
- Going out on melded simples is possible.
- Dealer stays the same when the dealer has gone out, when the round has finished with the dealer ready to go out or when a CHONBO " チョンボ " has been made.
- Hands do not have to be determined in advance when making PUNGs "ポン", CHOWs "チー" etc.
- Lucky tile is the tile exposed in the dead wall (not next tile from exposed tile).
- New lucky tile as a result of a KONG "カン" is immediately effective.
- New lucky tile at bottom of dead wall as a result of a KONG "カン" is not effective.
- 1,500-point forfeit for no-ready hands.
  However, forfeits need not be imposed on ready hands when round has finished without anybody going out and dealership goes to next player. (Same applies for RYANSHI " リャンシです ".)
- Hands cannot be changed after declaring RIICHI "リーチ".
- No concealed KONGs after declaring RIICHI "リーチ".
- No double hand limits.
- East and South players take the prevailing wind in turn.

■ How to Classify and Name Hands

Class	Name			*鳴* Exposed (melded sets)	Conditions
役満 Limit hands	ダイサンゲン	大三元	Big Three Dragons		
	スーシーホウ	四喜和	Little Four Winds		
	ツーイーソウ	字一色	All Honours		
	チンロウトウ	清老頭	All Terminals		
	リュウイーソウ	緑一色	All Green		Possible without green dragons *発*
	スウカンツ	四槓子	Four Fours (All Kongs)		
	コクシムソウ	国士無双	Thirteen Orphans		Concealed only
	チュウレンポウト	九蓮宝燈	Nine Gates		Characters only, concealed only
	ダイシャリン	大車輪	Big Four Winds		Dots only, concealed only
	スウアンコウ	四暗刻	Four Concealed Triplets		Concealed only
	テンホウ	天　和	Heavenly Hand		Concealed only
	チイホウ	地　和	Earthly Hand		Concealed only
	レンホウ	人　和	Double Wind		Concealed only

● ダイサンゲン

● スーシーホウ

Big Four Winds (Little Four Winds is permitted)

● ツーイーソウ

● チンロウトウ

● リュウイーソウ

Regardless of presence of Green Dragons

● スウカンツ

(Both concealed or exposed KONGs are permitted.) However, if a KONG is melded from a PUNG, this does not constitute a hand.

● コクシムソウ

13 orphans (Waiting for single tile is permitted.)

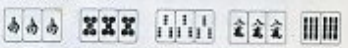
● チュウレンポウト

(Waiting for single tile is permitted as long as you are ready to go out with a concealed hand of a single suit.)

● ダイシャリン

Seven pairs of dots

● スウアンコウ



(Concealed KONGs are permitted.)

● テンホウ

Heavenly Hand. Dealer goes out before discard is made.

● チイホウ

Dealer goes out on 1st self-drawn tile as long as there are no CHOWs, PUNGs or KONGs.

● レンホウ

Double Wind. To go out with the other players' first discarded title before your own draw as long as there are no CHOWs, PUNGs or KONGs.

Class	Name			"鳴" Exposed (melded sets)	Conditions
"6 鳴役" 6-double hands	チンイツ	清一色	One suit only	5	
"3 鳴役" 3-double hands	ジュンチャン	純全帯么	Terminal in each set	2	
	ホンイツ	混一色	One suit with honours	2	
	リャンペイ	二盃口	Double two identical sequences		
"2 鳴役" 2-double hands	サンショク	三色同順	Three similar sequences	1	
	イッツウ	一気通貫	Three consecutive sequences	1	Concealed only
	チャンタ	全帯么	Terminal or honour in each set	1	
	トイトイ	対々和	Four pungs		
	ドウポン	三色同刻	Three similar pungs		
	ショウサン	小三元	Little Three Winds		
	ホンロウ	混老頭	All terminals and honours		
	サンアン	三暗刻	Three concealed pungs		
	サンカンツ	三槓子	Three kongs		
	チートイツ	七対子	Seven pairs		Concealed only

- チンイツ

(5-doubles when exposed)

- ジュンチャン

(2-doubles when exposed)

- ホンイツ

(2-doubles when exposed)

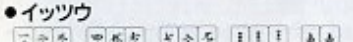
- リャンペイ

(limited to concealed hands only)

- サンショク

(1 double when exposed)

- イッツウ



(1-double when exposed)

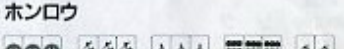
- チャンタ

- トイトイ

- ドウポン

- ショウサン

- ホンロウ



- サンアン

- サンカンツ

- チートイツ

Class	Name			*鳴* Exposed (melded sets)	Conditions
2翻役 2-double hands	ダブルリーチ	ダブル立直	Double riichi		Concealed only
1翻役 1-double hands	タンヤオ	断么九	All simples		
	ピンフ	平　和	No-points		Concealed only
	イーペー	一盃口	Two identical sequences		Concealed only
	リーチ	立　直	Riichi		Concealed only
	ソ　ク		Immediate going out (within next 4 tiles)		Concealed only
	ツ　モ	自模和	Self-drawn		Concealed only
	ハイテイ	海底和	Last tile of wall		
	リンシャン	嶺上開花	Supplement tile		
	ヤクハイ	役　牌	Dragons		

Note:
- Four KONGs " スウカンツ " is completed only when going out with the 4th KONG completed.
- Four concealed sets " スウアンコウ " can be made together with a concealed KONG.
- No-points "ピンフ" is not counted as a double after going out on a

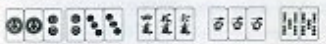
- **ダブルリーチ**
  To declare RIICHI after picking the first tile.

- **タンヤオ**

  (limited to all simples only, no terminals)

- **ピンフ**

  (limited to concealed hands only)

- **イーペー**
  
  (limited to concealed hands only)

- **リーチ**
  Concealed KONGs are not permitted after declaring RIICHI.

- **ソク**
  To go out within the next four discards (one round) as long as there are no CHOWs, PUNGs and KONGs.

- **ツモ**
  Self-drawn tile

- **ハイテイ**
  To go out from the last tile of the wall

- **リンシャン**
  To go out with supplement tile exposed after either a disclosed or concealed KONG

- **ヤクハイ**
  Winds, Dragons, prevailing wind, own wind

■How to Classify and Call CHONBO"チョンボ"(mistakes in going out)

Classes	Description
"フリテンチョンボ" Furiten (sacred discard)	when going out on a tile discarded by the computer that you have also discarded
	when going out on a tile after making a RIICHI"リーチ"even though you previously discarded the tile
	when discarding a tile to cause a draw by RIICHI"リーチ"
"ヤクナシチョンボ" No hand	when failing to make any hands
	when failing to make a 2-double hand"リャンシ"after declaring a 2-double RIICHI"リーチ"
"ノーテンチョンボ" No ready hand	when failing to make any ready hand
	when failing to make any ready hand at draw after RIICHI"リーチ"
	when making a wrong hand

■ Scoring

- Play starts with the player and computer points set at 30,000 points each, and points are allocated for each type of hand.
- The points for each hand are as shown in the following points table.
- Points are rounded off to the nearest 10.
- 20 points or more are rounded off to 30 points

■ Scoring Table

	"符" Winning points	30	40	50	60
1	"子" Non-dealer	1000	1300	1600	One more double (30 points)
	"親" Dealer	1500	2000	2400	
2		2000	2600	3200	One more double (30 points)
		2900	3900	4800	
3		3900	5200	6400	One more double (30 points)
3		5800	7700	9600	
4	("満貫" limit)	8000			
5		12000			
6	("ハネ満" 1.5 limit)	12000			
7		18000			
8	("倍満" double limit)	16000			
9					
10		24000			
11	("三倍満" treble limit)	24000			
12		36000			
13 or more	("役満" limit hand)	32000			
		48000			

- One more double (40 points) for 70 winning points
- One more double (50 points) for 80 or more winning points

◆ This game is a two-player arrangement of a 4-player game. As such, the rules may differ in practice.